

# TROX

## OFFICIAL GAME RULES

### 1. Overview & Components

TROX is a tactical trick-taking and bidding game for **2 to 6 players** (optimally balanced for **3 to 4 players**). The game rewards logical deduction, card counting, and precise risk assessment.

The deck consists of **80 cards**, divided into four suits, each numbered from 1 to 20:

Suit	Role	Symbol	Code
Red	Permanent TRUMP suit	Crown	R
Yellow	Standard suit	Sun	Y
Green	Standard suit	Leaf	G
Black	Standard suit	Gear	B

**Red is always trump.** A Red card beats any card of the other three suits, regardless of number.

### 2. Game Structure (The Pyramid)

A full game consists of exactly **10 rounds**. The number of cards dealt to each player rises and then falls in a pyramid:

Round	1	2	3	4	5	6	7	8	9	10
Cards	1	2	3	4	5	5	4	3	2	1

### 3. The Bidding Phase

Before the first trick of a round is played, every player looks at their hand. In clockwise order, each player announces **exactly how many tricks they expect to win** this round. The scorekeeper writes this prediction (the **Bid**) into the small box at the top-left of the player's cell on the scorepad.

A bid of **0** is allowed and is often very valuable: you score the +10 bonus simply by losing every trick on purpose.

### 4. Trick-Taking Rules

- **Following suit:** The player who plays the first card of a trick sets the **lead suit**. Every other player **must follow suit** if they hold a card of that color.
- **Sloughing & trumping:** Only a player who holds **no** card of the lead suit may either discard a card of another standard suit (a slough) or play a Red card to trump the trick.
- **The trump (Red):** Red beats all other suits. If several Red cards land in one trick, the **highest Red number** wins.
- **Winning without trump:** If no Red card is played, the trick goes to the **highest card of the lead suit**. Cards of other (non-lead, non-Red) colors are worth zero here, no matter how high.
- **Leading the next trick:** The winner of a trick leads the next one. The very first trick of a round is led by the player who bid first.

### 5. Scoring & Running Totals

At the end of each round, players count the tricks they won:

- Each won trick is worth **1 point**.
- If the bid was **correct**, add a **+10 bonus**. If it was wrong (too high OR too low), the bonus is **0**.

Bid	Tricks won	Result	Points (tricks + bonus)
2	2	exact bid -> bonus	2 (tricks) + 10 (exact bid) = 12
2	3	bid over by one	3 (tricks) + 0 (missed bid) = 3
0	0	exact bid -> bonus	0 (tricks) + 10 (exact bid) = 10
1	0	bid under by one	0 (tricks) + 0 (missed bid) = 0




**Running total:** keep a cumulative score for every player. After scoring a round, add the points to the player's previous total and write the **new total** in that round's cell. The bottom row (**Position**) shows the final standing. Highest score after Round 10 wins.

## 6. Worked Examples (3 Players)


These are the **first three rounds of one game** (1, 2 and 3 cards), played out in full to show *why* each player plays each card. Players are **Anna, Ben** and **Carla**, seated in that clockwise order. Each card is shown as a small TROX card in its suit colour.

### Example A — Round 1: a 1-card round (the smallest trump still rules)

This is the **first round** of the game. Ben dealt, so **Carla bids first** (the player to the dealer's left) and also leads the first – and only – trick. With a single card each, every player simply bids 0 or 1.

Player	Hand
Carla	
Anna	
Ben	

**Bids (clockwise from Carla):** Carla bids **0**, Anna bids **1**, Ben bids **0**. Anna holds the only trump, so she confidently expects the trick.

Trick	Carla	Anna	Ben	Winner / why
1 (lead Green)				Anna – her tiny Red 3 is a trump and beats everything. Ben's high Yellow 19 is worthless: it is neither trump nor the led suit.

Player	Bid	Won	Points
Carla	0	0	10 (exact bid -> +10)
Anna	1	1	11 (exact bid -> +10)
Ben	0	0	10 (exact bid -> +10)

**Lesson:** Trump always wins – size does not matter between suits. Anna's Red 3 beats Ben's Yellow 19 and Carla's Green 12, because only Red is trump and the others cannot follow it. Holding any Red card in a 1-card round is almost a guaranteed trick.

**Example B — Round 2: a 2-card round (using trump to control tricks)**

On to **Round 2**, now with two cards each. The deal rotates one seat: Carla dealt this round, so **Anna bids first** and also leads the first trick. (These are the same three players continuing the same game.)

Player	Hand
Anna	<div><div>96</div><div>38</div></div>
Ben	<div><div>1741</div><div>88</div></div>
Carla	<div><div>1591</div><div>27</div></div>

**Bids (clockwise from Anna):** Anna **1**, Ben **0**, Carla **1**. Both Anna and Carla hold a trump, so each expects one trick.

Trick	Anna	Ben	Carla	Winner / why
1 (lead Yellow)	<div><div>38</div></div>	<div><div>1741</div></div>	<div><div>1591</div></div>	Carla – trumps with Red 15. Ben bid 0, so he dumps his high Yellow 17 now while Carla is taking the trick anyway.
2 (lead Black)	<div><div>96</div></div>	<div><div>88</div></div>	<div><div>27</div></div>	Anna – no Black, trumps Red 9; beats Carla's led Black 2. Ben sloughs his last card.

Player	Bid	Won	Points
Anna	1	1	11 (exact bid -> +10)
Ben	0	0	10 (exact bid -> +10)
Carla	1	1	11 (exact bid -> +10)

**Lesson:** Ben was squeezed between two trumps and correctly read that he could not win a trick, so he bid 0 and threw away his dangerous high Yellow 17 first. Note that here the bids summed to 2 with exactly 2 tricks available – so it was possible (though not guaranteed) for everyone to hit. That tension is the heart of TROX.

Example C — Round 3: a 3-card round (the danger of overbidding)

Round 3, three cards each. The deal rotates again: Anna dealt, so **Ben bids first** and leads the first trick. The first-bidder duty has now passed Carla -> Anna -> Ben across the three rounds.

Player	Hand
Ben	<div><div>1111</div><div>1881</div><div>44</div></div>
Carla	<div><div>2020</div><div>55</div><div>22</div></div>
Anna	<div><div>1414</div><div>1961</div><div>77</div></div>

Bids (clockwise from Ben): Ben bids 2, Carla bids 1, Anna bids 0.

Anna’s hand has no trump and only middling cards, so she sensibly aims to win nothing.

Trick	Ben	Carla	Anna	Winner / why
1 (lead Yellow)	<div><div>1881</div></div>	<div><div>55</div></div>	<div><div>1414</div></div>	Ben – highest Yellow
2 (lead Red)	<div><div>1111</div></div>	<div><div>22</div></div>	<div><div>1961</div></div>	Ben – trump; Anna has no Red, sloughs Black 19
3 (lead Black)	<div><div>44</div></div>	<div><div>2020</div></div>	<div><div>77</div></div>	Ben – only Black counts; Green 20 is worth 0

Player	Bid	Won	Points
Ben	2	3	3 (missed bid – no bonus)
Carla	1	0	0 (missed bid)
Anna	0	0	10 (exact bid -> +10)

**Lesson:** Ben had the strongest hand and won all three tricks – but because he bid only 2, he scored just 3 points. Anna, with the weakest hand, scored the most by correctly predicting 0. In TROX, **accuracy beats raw strength**.

## 7. Strategy Tips

- **Count the trumps:** There are 20 Red cards. High Reds (16–20) are near-locks for a trick; low Reds may still be overtrumped. Track which Reds have been played.
- **A high non-trump is fragile:** Yellow 20 looks powerful, but it wins only if Yellow is led and nobody is void. Against players who are short in Yellow, it can be trumped away.
- **Bidding 0 is a weapon:** With no trump and only low cards, bid 0 and dump your cards safely. The +10 is identical to winning a 10-trick hand.
- **Leading matters:** The trick winner leads next – so winning early lets you steer suits. If you need to stop winning, lead a suit you think opponents can beat.
- **Watch the bid total:** Add up everyone's bids. If the total is below the number of tricks, someone *must* take an extra trick – figure out who is forced to.
- **Late rounds shrink:** When hands drop back to 1–2 cards, a single trump or void decides everything. Bid conservatively when you have no control.

## 8. Optional Variant — "Exact Tension"

For a sharper game, use the common trick-taking rule that **the bids may not add up to the exact number of tricks in the round**. The last player to bid (the dealer) is forced to bid a number that makes the total higher or lower than the available tricks. This guarantees that **at least one player will miss** every round, raising the pressure. This rule is optional – agree on it before the game starts.

## 9. Get Your Scorepad



### Need a scorepad?

Scan the QR code to open the TROX scorepad page. Choose how many players you have, and the site prints the best-fitting PDF scorepad for your game.

<https://trox.example.com/scorepad>

### Quick Reference

<b>Players</b>	2–6 (best 3–4)
<b>Deck</b>	80 cards – 4 suits (R/Y/G/B), 1–20
<b>Trump</b>	Red (R) – always
<b>Rounds</b>	10 – cards: 1·2·3·4·5·5·4·3·2·1
<b>Per trick</b>	+1 point
<b>Exact bid</b>	+10 bonus (else 0)
<b>Win</b>	Highest total after Round 10

*TROX – Bid exactly. Win tricks. Rule the table.*